## Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

## Listing of Claims:

Claim 1 (currently amended):    A method of operating a gaming system, the method comprising:

(a)    causing at least one processor to execute a plurality of instructions to initiat~~ing~~e a secondary game at a gaming device, ~~in which the course~~ a play of the secondary game ~~depends~~ being based on at least one outcome~~s~~ of ~~two or more handle pulls~~ a plurality of plays of a primary game;

(b)    at a first point in time, causing the at least one processor to execute the plurality of instructions to determin~~ing at a first time~~e a first game situation of the secondary game, ~~in which~~ the first game situation includ~~es~~ing a first amount of time available for completing the secondary game;

(c)    causing the at least one processor to execute the plurality of instructions to randomly determin~~ing~~e, based on a random number generator, a first outcome; ~~and~~

(d)    at a second, subsequent point in time, causing the at least one processor to execute the plurality of instructions to determin~~ing, at a second time, based on the first game situation and the first outcome,~~e a second game situation of the secondary game, said second game situation being based on the first game situation and the randomly determined first outcome, ~~in which~~ the second game situation includ~~es~~ing a second amount of time available for completing the secondary game,~~; in which the~~ wherein a difference between the first amount of time available for completing the secondary game and the second amount of time available for completing the secondary game is different ~~is greater~~ than ~~the~~ an amount of elapsed time between the first point in time and the second point in time; and

(e)    when an amount of time available to complete the secondary game reaches a designated amount of time:

(i)    causing the at least one processor to execute the plurality of instructions to determine whether to provide any awards for any generated secondary game outcomes; and

(ii)    causing the at least one processor to execute the plurality of instructions to cause the secondary game to end.

Claim 2 (currently amended):    The method of Claim 1, wherein ~~further including determining a reduction of time associated with~~ the first randomly determined outcome is associated with a reduction of the first amount of time available for completing the secondary game, said reduction of the first amount of time available for completing the secondary game being independent of any amount of time elapsed in the secondary game.

Claim 3 (currently amended):    The method of Claim 2, ~~in which determining a second game situation includes determining, at a second time, based on~~ wherein the difference between the first amount of time available for completing the secondary game ~~situation~~ and the ~~reduction~~ second amount of time available for completing the secondary game is greater than the amount of elapsed time, ~~a second game situation, in which~~ between the first point in time and the second point in time~~game situation includes a second amount of time available for completing the secondary game~~.

Claim 4 (currently amended):    The method of Claim 2, ~~in which~~wherein the ~~difference~~ difference between the first amount of time available for completing the secondary game and the second amount of time available for completing the secondary game is equal to the sum of: (i) the amount of time reduced~~tion of~~ from the first amount of time available for completing the secondary game, and (ii) the amount of elapsed time between the first point in time and the second point in time.

Claim 5 (currently amended): The method of Claim 1, wherein ~~in which determining a first situation includes determining, at a first time, a first situation of the secondary game, in which the first situation includes a~~ the first amount of time available for completing <u>the secondary game is a first amount of time available for completing</u> a first number of<u> additional plays of the primary game</u> ~~handle pulls in the secondary game~~.

Claim 6 (currently amended): The method of Claim 5, wherein ~~in which determining a second situation includes determining, at a second time, based on the first game situation and the first outcome, a second game situation, in which the second game situation includes a~~ the second amount of time available for completing<u> the secondary game is a second amount of time available for completing</u> a second number of <u>additional plays of the primary game</u>~~handle pulls in the secondary game~~.

Claim 7 (currently amended): The method of Claim 6, ~~in which~~<u>wherein</u> ~~the~~<u>a</u> <u>difference between the</u> second number of ~~handle pulls is one less than~~ <u>additional plays of the primary game and</u> the first number of<u> additional plays of the primary game is one additional play of the primary game</u>~~handle pulls~~.

Claim 8 (currently amended): The method of Claim 1, wherein ~~in which determining a first situation includes determining at a first time a first situation of the secondary game, in which the first situation includes a~~ the first amount of time available for<u> completing the secondary game is a first amount of time available for</u> a game character to reach a destination in the secondary game.

Claim 9 (currently amended): The method of Claim 1, wherein ~~in which determining a first situation includes determining at a first time a first situation of the secondary game, in which the first situation includes a~~ the first amount of time available for<u> completing the secondary game is a first amount of time available</u> to obtain a target number of game indicia.

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Claim 10 (currently amended): The method of Claim 1, ~~in which~~ wherein determining the first randomly determined outcome includes:

receiving an initiation signal from a player;

causing the at least one processor to execute the plurality of instructions to generat~~ing a~~ing one of a plurality of different random number~~s~~;

causing the at least one processor to execute the plurality of instructions to determin~~ing an~~ing one of a plurality of different outcome~~s~~ ~~associated with~~based on the generated random number, ~~in which~~ the determined outcome ~~comprises~~ being associated with at least one symbol of a set of symbols;

causing the at least one processor to execute the plurality of instructions to cause ~~spinning~~ a set of reels ~~of the gaming device~~to spin, the set of reels being associated with the set of symbols; and

causing the at least one processor to execute the plurality of instructions to cause ~~stopping~~ the set of reels to stop spinning such that the ~~set of~~at least one symbols of the set of symbols that is associated with the determined outcome is ~~are visible~~ displayed to the player.


Claim 11 to 20 (canceled).


Claim 21 (previously presented): The method of Claim 1, ~~further comprising:~~wherein ~~receiving~~ a prepayment for the ~~two or more handle pulls~~plurality of plays of the primary game is received prior to an initiation of the secondary game, ~~wherein~~ the prepayment ~~is~~being distinct from an addition of credits to a balance of credits available for wagering on ~~a~~the primary game.


Claim 22 to 25 (canceled).

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